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TEEN



Mild Language
Mild Suggestive Themes
Mild Violence

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Eidos, Inc.
1300 Seaport Blvd, Suite 100
Redwood City, CA 94063

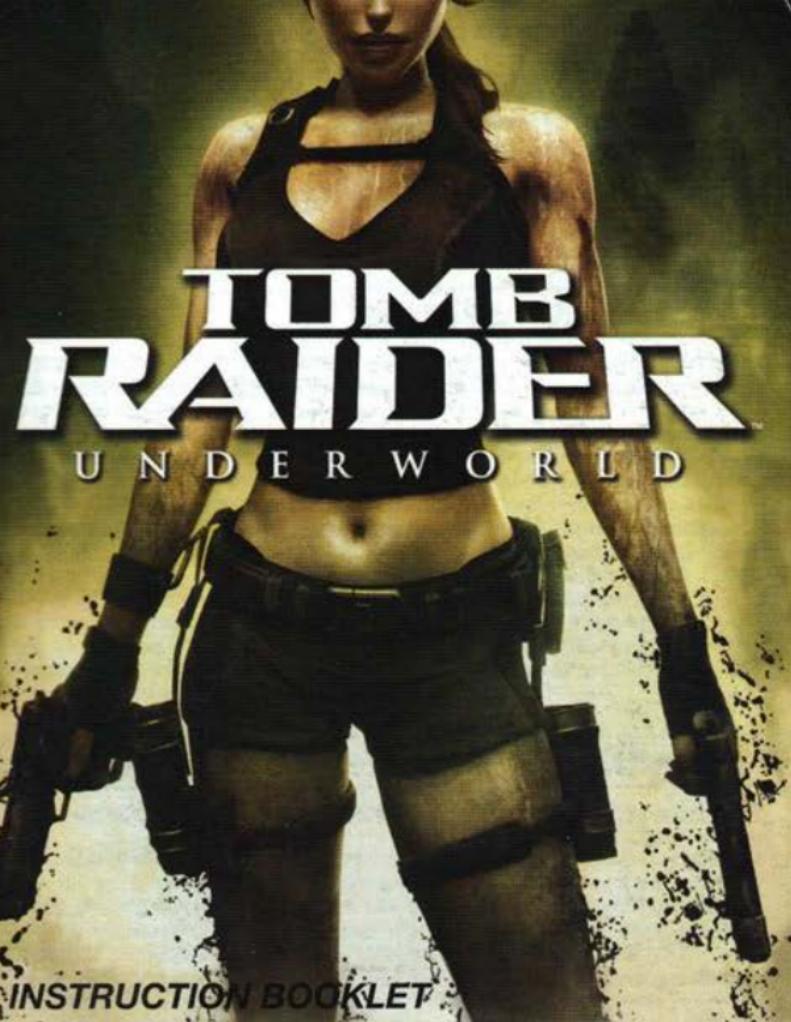
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NINTENDO DS™

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



Rumble Pak
Compatible
(sold separately)

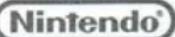
THIS GAME IS COMPATIBLE WITH
THE RUMBLE PAK ACCESSORY.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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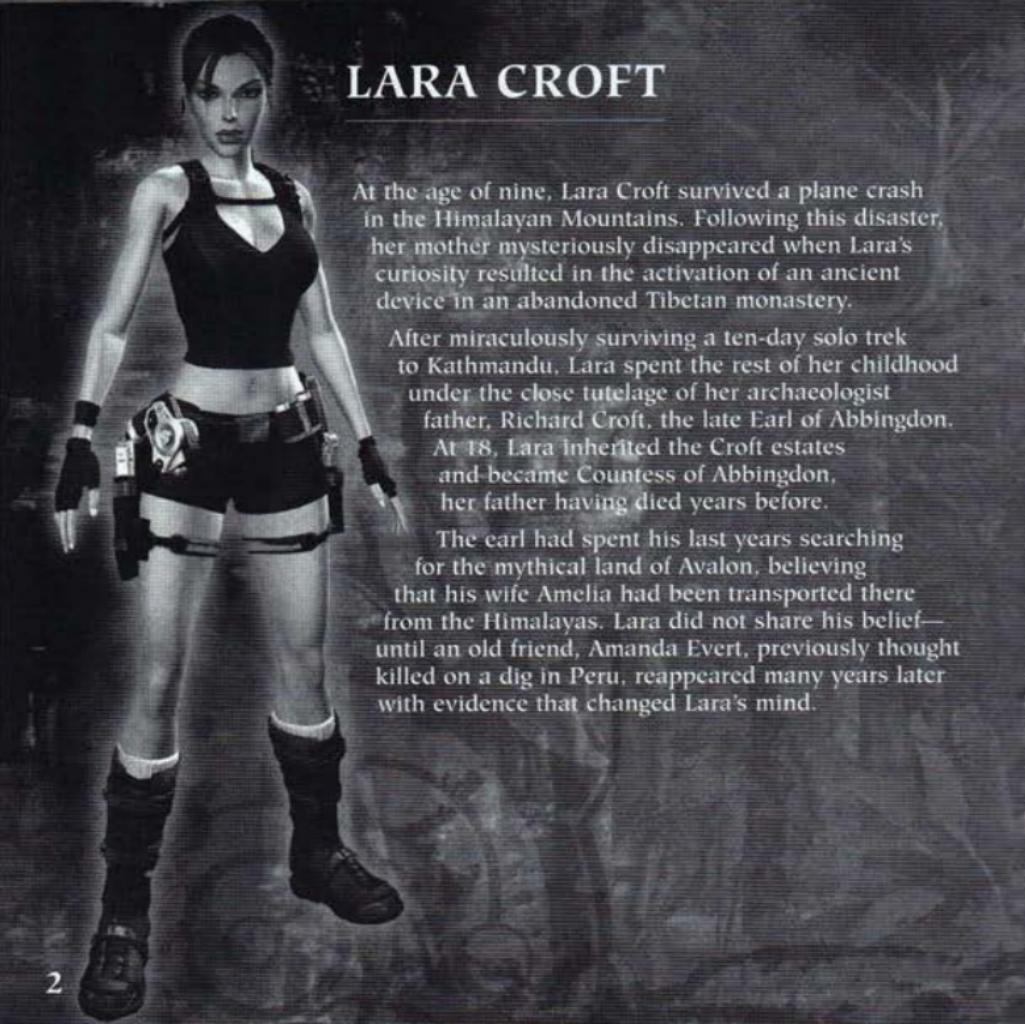
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LARA CROFT

At the age of nine, Lara Croft survived a plane crash in the Himalayan Mountains. Following this disaster, her mother mysteriously disappeared when Lara's curiosity resulted in the activation of an ancient device in an abandoned Tibetan monastery.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, Richard Croft, the late Earl of Abbingdon.

At 18, Lara inherited the Croft estates and became Countess of Abbingdon, her father having died years before.

The earl had spent his last years searching for the mythical land of Avalon, believing that his wife Amelia had been transported there from the Himalayas. Lara did not share his belief—until an old friend, Amanda Evert, previously thought killed on a dig in Peru, reappeared many years later with evidence that changed Lara's mind.

Among her adventures, Lara has faced many dangerous adversaries—but none were as implacable or ruthless as Jacqueline Natla. After betraying and being imprisoned by her peaceful and just co-rulers, this immortal Queen of Atlantis was released by chance in a nuclear test.

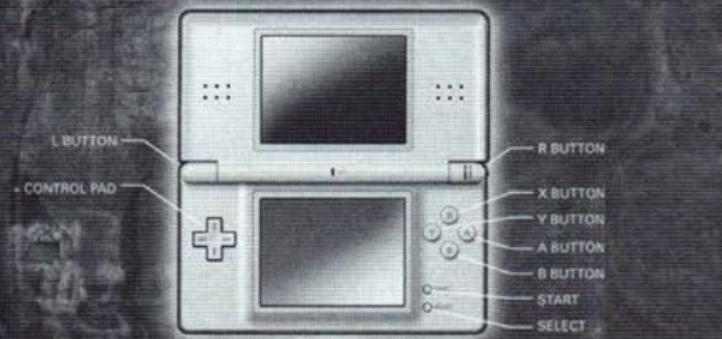
She immediately resumed her diabolical quest to usher in the apocalyptic Seventh Age—and would have succeeded had she not been entombed beneath an Atlantean pyramid after it exploded at the climax of her encounter with Lara.

Lara Croft has been hailed both as an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work. Consequently, Lara Croft continues to be the focus of wild speculation and intense debate.

Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

GETTING STARTED



1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the *TOMB RAIDER: UNDERWORLD* Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the *TOMB RAIDER: UNDERWORLD* icon on the Touch Screen. The game's Title Screen sequence will appear.

GAME CONTROLS

GENERAL CONTROLS

+Control Pad \blacktriangleleft / \triangleright	Move Lara left / right
B Button	Jump / Pull up from ledge / Jump off slope
+Control Pad \blacktriangledown (hold)	Crouch
+Control Pad \blacktriangledown (hold) + \blacktriangleleft / \triangleright	Walk left / right while crouched
Y Button	Fire weapon(s)
A Button	Kick
+Control Pad \blacktriangleleft / \triangleright + A Button	Forward Roll
X Button	Interact / Action / Saving grab
R Button	Lock aim onto enemy / Cycle aim between enemies
+Control Pad \blacktriangledown + B Button	Slide attack
+Control Pad \blacktriangleleft / \triangleright + B Button (while locked on to enemy)	Jump evade
START	Pause Menu to access objectives, etc.
SELECT	Help-On-Demand

ADVANCED CONTROLS

+Control Pad  /  /  / 

Y Button

L Button

A Button

Lara swims up / down /
left / right

Fire spear forward

Fast 180° turn

Fast swim

- When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects Lara's health level: she must surface for air or risk drowning.

SAVING GRAB

Sometimes Lara may barely make an attempted jump and be hanging on perilously by one hand.

- Tap the X Button to perform a saving grab.

THE GRAPPLE

Lara has a grapple and line to hand that she can use to cross wide gaps that cannot be jumped. To activate the grapple:

- Jump toward where you want to attach it and press the X Button to launch the hook.
- Swing across the gap using the +Control Pad  or .
- Press the B Button to detach from the grapple while swinging forward.

WALL CLIMBING

Lara can wall climb on appropriate vertical surfaces. Keep a lookout for climbable walls in the adventure.

- Jump onto the wall using the B Button.
- Climb on the surface using the +Control Pad.
- Press the +Control Pad  and press the B Button to release Lara's grip and drop to the ground.

WALL JUMP

Lara can perform an athletic wall jump when two suitable opposing walls are close enough for her to jump from one to the other.

- Jump toward a wall by pressing the B Button.
- When Lara connects with the wall, quickly press the B Button. Lara will jump back off the wall.
- Press the B Button repeatedly to have Lara bounce upward between the walls.

POLE PERCHING

Lara can also perch on horizontal poles.

- Press the B Button. Lara will jump and grab the pole.
- Hold the +Control Pad  and press the B Button to have Lara perch on the pole.
- Press the +Control Pad  or  and press the B Button to make Lara jump from the pole.

COMBAT

Lara always has her trademark dual pistols available with unlimited ammo, but she will find other weapons and appropriate ammo in her adventures. These weapons will be displayed on the Touch Screen. Select them by touching the Touch Screen icons.

- ▼ Press the R Button to lock onto an enemy.
- ▼ Press the Y Button to fire.
- ▼ Press the L Button to throw a grenade.

SITUATIONAL ADRENALINE

At particularly dangerous moments in the adventure, Lara will experience a massive adrenaline rush: her vision will distort and everything will appear to be happening in slow motion.

Lara will then have to perform some sort of action to survive the danger: for example, she'll have to jump to avoid a lethal object hurtling toward her. Look out for these Situational Adrenaline episodes and figure out what to do next.

MORE GAME FEATURES

OBJECTIVES

In each chapter of the game, a series of objectives is presented as the game progresses. A New Objective set is indicated when the Square Icon appears on the Top Screen:

- ▼ Press START and select OBJECTIVES to check on what you have to do.
- ▼ When an objective in a chapter is completed, it is checked off on the list.

CHALLENGES

Different challenges will be presented that require you to use the Touch Screen to perform actions, such as:

- ▼ Manipulating pieces of the environment.
- ▼ Placing keys to unlock passages.
- ▼ Removing dirt and debris from ancient objects.
- ▼ Fighting off creatures.

ARTIFACTS

In many chapters, you can find three hidden Artifacts. *TOMB RAIDER: UNDERWORLD* has 240 Artifacts in all.

Select *TREASURES* in the Main Menu to view the Treasures you've found or solved. Unlocking Treasure Puzzles also releases Artifacts.

As you collect additional Artifacts, you will unlock bonus content Extras that are shown in the Main Menu (Character / Location Concept Art and Profile).

TREASURE CHESTS

Lara will come across a number of chests in the adventure. These contain special Artifacts, but they are locked. Solving the puzzle of a Treasure Chest rewards you with the Artifacts inside. You do not have to solve the puzzle immediately; chests can be collected during the adventure and solved later from the Main Menu. A Treasure Chest puzzle is shown on the Touch Screen and requires you to drag differently shaped puzzle pieces using the stylus to fit into a pre-defined shape.

- ▼ Touch and slide puzzle pieces into the correct position on the Touch Screen.
- ▼ Touch the question mark icon to view a hint for that puzzle.
- ▼ Touch the circular arrow to reset the pieces.
- ▼ Press the B Button to exit the puzzle.

INVENTORY OBJECTS

Throughout the adventure, Lara can collect inventory objects that can be useful to her. For example: oil can be used for lighting a flame torch; cogs can be used to repair a mechanical puzzle.

- ▼ Objects are always used in the chapter they are found in.

CHECKPOINTS & SAVING

TOMB RAIDER: UNDERWORLD saves automatically each time Lara passes a checkpoint or completes a chapter. This saves the most recent chapter reached as well as any Artifacts, Treasures and statistics, but does not save the location within the chapter.

When continuing a saved game or replaying a chapter from the Main Menu, Lara starts at the beginning, even if she had passed a checkpoint on a previous playthrough.

LEVEL END

When you reach the end of a level, you receive a Level Summary showing:

- ▼ Time taken to complete the level.
- ▼ Number of enemies killed (if any were present).
- ▼ Lara's "Deaths."
- ▼ Artifacts and Treasure Chests found.
- ▼ Details and name of the next chapter.

CREDITS

CRYSTAL DYNAMICS

SENIOR PRODUCER
Alex Jones

CREATIVE DIRECTOR
Eric Lindstrom

LEAD PROGRAMMER
Rob Pavey

ENVIRONMENT ART DIRECTOR
Patrick Sirk

LEAD ENVIRONMENT ARTIST
Daniel Neuburger

LEAD DESIGNER
Harley White-Wiedow

LEAD ANIMATOR
Primo Navidad

LEAD CHARACTER ARTIST
Kam Yu

EXECUTIVE PRODUCER
Matthew Guzenda

ART TEAM

ENVIRONMENT ARTISTS
Matthew Abbott

Scott Anderson

Matthew Bein

Inna Chermeykina

Simon Craghead

Jeremy French

Yu Gu

Jeff Johnsrude

Brian Keffer

Steve Kody

Justin Lamperski

Edward J. Lee
Roberto Moreno

Eli Robles
Cassie Sandine

Caleb Strauss
Chris Stungill

Jacob Tai
Chris Webb

TECHNICAL ART
Robert Cheng

Rick Gilliland
David Surovec

David Lewis
ANIMATORS

Suna Kang
Ben Harrison

Jake Spence
Nelson Tam

ADDITIONAL ANIMATION
Brandon Fernández

Jeff Wilcox
CHARACTER ARTISTS

Chris Anderson
Cheryl Austin

EXTERNAL ART DIRECTOR
Murphy Michaels

DESIGN TEAM

LEAD LEVEL DESIGNER
Kyle Mannerberg

ASSISTANT LEAD LEVEL DESIGNER

Stephen McManus

LEVEL DESIGN
Jeremy Bredow

Jesse Johansen
Stephen McManus

Jeff Wajcs
Ray Yeomans

Steve Yoshimura
LEAD CAMERA DESIGN

Riley Cooper
CAMERA DESIGN

Jim Conrad
Mario Di Pesa

LEAD SYSTEMS DESIGNER
Steve Goodale

SYSTEMS DESIGN
Daniel Bryner

Alex Vaughan
John Hsia

Casey Holtz
Joe Quadara

Jason Weesner
PUZZLE TEAM

LEAD TECHNICAL DESIGN
Matt Roberts

TECHNICAL DESIGN
William Gahr

LEAD OBJECT ARTIST
Garin Mazalka

OBJECT ART
David Gustlin

Shao Wei Liu
Marc Senteney

Tai Tang
Jesse Warren

James Yamaoka
PRODUCTION TEAM

PRODUCTION TEAM

PRODUCERS

Dan Atkins
Amar Basu

Kari Hattner
Randy Hauser

Juli Logemann
Adam Phillips

Elio Rutigliano
Benny Ventura

San Vuong
PROGRAMMING TEAM

LEAD COMBAT PROGRAMMER

Mark Botta

LEAD PLAYER PROGRAMMER

Matthew Gaston

LEAD RENDER PROGRAMMER

Sean Skelton

PROGRAMMERS

Steve Austin
Ke-Tien Chang

Bradley "Be-Rad" Johnson

Erin Dervisoglu
Tom Fong

Nathan Frost
Andrew Hynck

Jay McKee
Dave Modiano

Steve Perez
Adam Rogers

ADDITIONAL GAME PROGRAMMING BY

BUZZ MONKEY SOFTWARE

Patrick Brott
Daniel Koozer

Benjamin Lemer
Dave Merrill

Jon Milnes
Eldon Rivers

N. Alex Scott
BUILD ENGINEER

BUILD ENGINEER

Jason Johnson

BUILD TESTING

Matt Trudell
Rich Dezino

ENGINE TEAM

PRODUCTION

SENIOR PRODUCER
Sam Newman

PRODUCERS

Corinne Crowley
Steve Gonzalez

Jarrett Jamili
Eric Chung Tak Tam

LEAD PROGRAMMERS

TEAM LEAD
Jason Bell

AUDIO LEAD
Scan Gugler

WORLD LEAD
Scott Krotz

ANIMATION & PHYSICS LEAD

Gary Sneathen
NIXXES LEAD

Jurjen Katsman

CORE TOOLS LEAD
Patrick Den Bekker

RENDERING LEAD
Tim Van Klooster

TECH ART LEAD
Joe Stinchcomb

PROGRAMMING

Ian Clarke
Villads Bonding Einfeldt

Darrell Dennies
Mike Gonzales

Thomas Hagen
Komei Harada

Sylvester Hesp
David Hof

Sjors Jansen
Ted Johnson

Parashar Krishnamachari
David Lewis

Andy Lorino
Jim Oferman

Tim Pease
Brian Pickrell

Carsten Sørensen
Larry Reed

Anthony Thibault

SUPPORT

Norman Morse
Philip Bloom

James Hui
Katie Bieringer

Neal Kaplan

BRAND TEAM

Kathryn Clements

CREATIVE SERVICES TEAM

CREATIVE SERVICES MANAGER

Troels Folmann

PRODUCERS

Forest Swartout Large
Rosaura Sandoval

CINEMATICS

CINEMATICS DIRECTOR

Toby Gard

CINEMATIC ANIMATORS

Shaun Budhrum
Catherine Feraday Miller
Ryan Goldsberry
Phil Kauffold

TECHNICAL ANIMATOR

Kelvin Chu

VISUAL EFFECTS

EFFECTS LEAD
Gavin Wood
EFFECTS ARTISTS
Joe Allen
Brandon Bickford
Mike Oliver

AUDIO

AUDIO LEAD
Karl Gallagher
SOUND DESIGNER
Mike Peaslee
AUDIO ENGINEERS
Brian Sharp
Gregg Stephens

ADDITIONAL SOUND DESIGN

Burke Trieschmann

MUSIC COMPOSED BY

Colin O'Malley
Troels Folmann

ART

CONCEPT ARTISTS
Joel Bouquemont
Seamus Gallagher
Jens Holdener
Angle Lal
Christian Piccolo

ADDITIONAL CONCEPT ART

Brenoch Adams

UI DESIGNED BY
Pat Guarino

AV SUPPORTED BY

Estuardo Sandoval
Jae Shin

DIGITAL ASSETS LIBRARIAN

Heather Polubinski

SHARED DESIGN TEAM

PRODUCER
Daniel Kim

LEAD EXTERNAL DESIGNER

Vance Wallace

DESIGNER
Bryan Enriquez

QUALITY ASSURANCE TEAM

QA MANAGER
Christopher Bruno

QA LEADS
David Pogin
Ian Johnson

Joseph Greer
Josh Hicks
Ken Chua

QA ASSISTANT LEADS

Audrey Spoor
Edgar Landeros

Christopher "C-Bug" Morgan

Mandy Draeger
Mitch Doran

QA TECHNICIANS

Johnny "Crash" Allen
Michael R. Murray
Phaedren Lee

Joseph Njoku Obi III

David Gordillo
Andrew West Horton

Brian Randall
Jon Brown

Ben Stoddard
Alice Grunstra

John-Paul Lunguero
Jason Randall

CRYSTAL DYNAMICS STUDIO

GENERAL MANAGER
Sean Vesce

DIRECTOR OF ART
Darrell Gallagher

DIRECTOR OF DESIGN
Natalie Hughes

DIRECTOR OF TECHNOLOGY
John Pursey

SENIOR HR MANAGER
Michael Wharton

HR REPRESENTATIVE
Joveth Gonzalez

EXECUTIVE ASSISTANT
Victoria Vitalie

FINANCE
Luis Benson
William Qin

LEGAL & BUSINESS AFFAIRS
MANAGER
Clint Waasted

IT DIRECTOR
Brian Venturi

IT DEPARTMENT
Richard Campbell
Robert Fitzpatrick

Barnaby Go
Robert Hernandez

Patrick Lacoste
Andre Rodriguez

Travis Rogers

PAYROLL & BENEFITS
ADMINISTRATOR
Dee Edwards

FACILITIES
Claire Laike
Tilo Ortega

RECEPTIONIST
Liz Adelman

PRODUCTION BABIES

Chloe Jane Austin
Dylan Cole Austin
Eliza Irene Bell
Jonas William Bell
Amelia Rose Fernández
Miriam Cecilia Folmann
Oisin Gallagher
Jim Apollo Gard
Kian William Goldsberry
Millie Belle Goldsberry

Martin Giszenda
Dylan David Keffer

Gemma Maria Krotz
Troy Isaac McKee

Maxton Aaron Newman
Gabriella Perez

Dashiell Keith Pickrell
Alexia Anne Snetter

Gary Elliot Snetter
Jack Duggan Spence

Grayson Benicio Ventura
Lila Mei Vesce
Brennen Vuong

Lucy Bea White-Wiedow
Jessica Hui Chen Yu

SINCEREST THANKS

William Beacham
John Chowanec
Nick Ferguson
Morgan Gray
Lulu LaMer
Tim Longo
Lucas Machado
Anna Marsh
Sarah Van Rompuy
Andrew Wood

SPECIAL THANKS

John Bautista
Gabriel Betancourt
Javier Burgos
Nick Cooper
Phil Defreitas
Leif Estes
Mike Fudge
Omar Jamal
Ben Shafer
Logan Starkenburg
William Stoneham
Paul Sullivan
Jake Wensler
David Witters
David Yoon

The *TOMB RAIDER: UNDERWORLD* development team would like to thank our families, husbands, wives, children, significant others and everyone else who helped us during the making of *TOMB RAIDER: UNDERWORLD*. We could not have made it without you!

SANTA CRUZ GAMES**PROGRAMMERS**

Andrew "Nasa" Ames
Adam "Fluffy" Freidin

Arthur "Al" Jones IV
Jonathan "Druid" Painttaja

Brendan "SeaMonkeys" Seaman

ARTISTS

Zach Cox

Andrew "Tiki" Webster
Kenneth "Mystaro" Anderson

Jeremy "Photon" Virkar
Mike "Corrupto" Roush

Leo "Rocky" Braz Da Cunha

LEAD ANIMATOR

Ed "Munster" Gregor

ANIMATORS

Erin "Snow" Pearce-Ziaizia

Pat "Mach 3" Gillette

LEAD DESIGNER

Alex "CV" Neuse

DESIGNER

Danny "Danger" Johnson

SPECIAL THANKS

Michael "Tweak" Mayers
Guillermo "Character" Romero Jr.

EXECUTIVE VICE PRESIDENT OF SALES & MARKETING
Robert Lindsey

CHIEF FINANCIAL OFFICER
Malcolm Dunne

SENIOR DIRECTOR HUMAN RESOURCES
Lisa Dennis

MARKETING DIRECTOR
Karl Stewart

SENIOR MARKETING MANAGER
Matt Knoles

SENIOR PR MANAGER
Oonagh Morgan

PR SPECIALIST
Stanley Phan

CREATIVE SERVICES PROJECT ADMINISTRATOR
Julie Moretti

SENIOR GRAPHIC DESIGNER
Mike Cala

EIDOS MONTREAL

QA MANAGER
Ian Rowsell

QA SUPERVISOR
Emmanuel-Yvan Ofoc

QA LEAD TESTERS
Anne-Marie Pelletier
Jonathan Larouche

QA TESTERS
Alexandre Gauthier
Alexandre Leblanc
Alexandre Zenga

GRAPHIC DESIGNER
Basil M. Pesin
Blaise Boileau-Fournier
Blake Marsh
Brent Tighe
Fabien Morisson
Frédéric Comtois
Guillaume Fortin-Debigaré
Jacob Young
James O'Neill
Jean-François Gauthier
Joey Di Zazzo
Joseph Serrao
Justin Bulman

EVENT SPECIALIST
Marc-André Chérilus
Martin Frappier
Mathieu Fairfield
Michael St-Denis
Paul Gordon
Philip Grohe
Philippe Cadieux
Simon Laverdière
Stefan Horvath
Walter Herrera
Yan Chayer

EIDOS U.S.

GRAPHIC DESIGNER
Connie Cheung

ASSOCIATE WEB PRODUCER
John Lemza

WEB DESIGNER
Kelly Xu

REGIONAL SALES MANAGER
Holly Robinson

SALES & MARKETING SERVICES MANAGER
Ilana Budanitsky

CHANNEL MARKETING SPECIALIST
Rafal Dudzic

OPERATIONS MANAGER
Gregory Wu

OPERATIONS ANALYST
Lisa Sakurai

U.S. MASTERING & SUBMISSIONS SUPERVISOR
Jordan Romanidis

STUDIOS

MOTION CAPTURE STUDIO
GIANT STUDIOS
Greg Philiaw

MOTION CAPTURE ACTORS
Lara
Heidi Moncymaker
Dana Reed
Chrissy Weathersby

STUNT COORDINATORS
Noon Orsatti
Dan Lemieux

HEAD STUNT RIGGER
Dan Flannigan

STUNT RIGGER
Jon Arthur

SET AND PROP DESIGNER
Ryan Adams

VOICE OVER STUDIOS
SALAMI STUDIOS
SIDE UK

STORY
Eric Lindstrom
Toby Gard

SCREENPLAY
Eric Lindstrom

ADDITIONAL STORY
The Freeman Group

**...
For Kyle**

VOICE OVER DIRECTOR
Kris Zimmerman

VOICE TALENT
Lara
Keely Hawes
Amanda
Kath Soucie

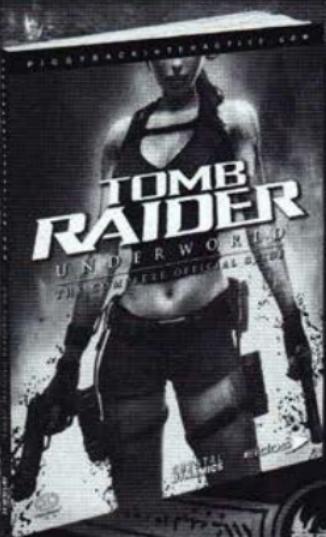
**...
Natla**
Grey DeLisle

**...
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Alex Désert

**...
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Greg Ellis

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Alan Sherman

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EXPLORE EVERYTHING. STOP AT NOTHING.

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The medium (i.e., disc/cartridge) on which an Eidos game software product is recorded ("Game Disc") is warranted to the original purchaser of the product to be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If the Game Disc is found to be defective in materials and workmanship within 90 days from the date of purchase, Eidos agrees to replace the Game Disc to the original purchaser thereof, free of charge, upon receipt of the Game Disc and required proof of purchase. The foregoing replacement remedy is the sole and exclusive remedy for breach of the foregoing limited warranty, and Eidos shall have no obligation to provide such remedy (i.e., free Game Disc replacement) with respect to (i) any recording medium damaged by abuse, mistreatment or neglect (e.g., cracks, scratches, damage from application of chemicals), (ii) any defect arising after ninety (90) days from the original date of purchase of the corresponding product or (iii) in instances where the original purchaser cannot produce a copy of the original sales receipt dated no earlier than 90 days preceding the date of return.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including, without limitation, any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Eidos. If any such warranties are incapable of exclusion, then such warranties applicable to an Eidos software product are limited to the 90-day period described above. In no event will Eidos be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of an Eidos software product, including damage to property, and to the extent permitted by law, damages for personal injury, even when Eidos has been advised of the possibility of such damages. Some jurisdictions do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitation and/or exclusion of liability may not apply to you. In such jurisdictions, Eidos' liability shall be limited to the fullest extent permitted by law.

WARRANTY CLAIMS & PRODUCT SUPPORT

For warranty claims and product support, please contact us at support.eidosinteractive.com (or www.eidosinteractive.com) or (650) 421-7670. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies, or codes.

To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Customer Services Department. (Any materials not containing an RMA# sent to Eidos may be returned unprocessed.) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing (the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

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